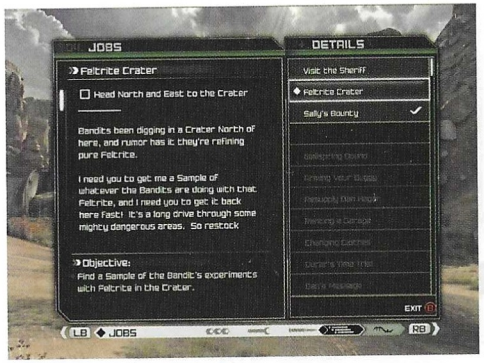
JOBS

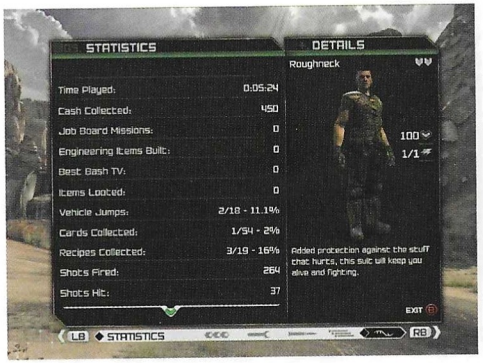

JOBS
DETAILS
Feltrite Crater
Head North and East to the Crater
Bandits been digging in a Crater North of here, and rumor has it they're refining pure Feltrite.
I need you to get me a Sample of whatever the Bandits are doing with that Feltrite, and I need you to get it back here Fast! It's a long drive through some mighty dangerous areas. So restock
Objective:
Find a Sample of the Bandit's experiments with Feltrite in the Crater.
Visit the Sheriff
Feltrite Crater
Sally's Bounty
EXIT
LB JOBS
RB

On the Jobs page you can see what missions you've completed, which missions are active, and what objectives are remaining to complete your active jobs.

You can use the **Left thumbstick** to scroll up and down the left pane and read the full description of the job and its objectives.

You can use the **Right thumbstick** to scroll through all of the jobs you've completed and have active. Grayed out jobs have been completed, and bold ones are available. Press A to set an available mission to active when it's highlighted.

STATISTICS



This page will show various stats that that you've accumulated so far in the game. These include simple statistics such as enemies killed, as well as showing health and armor upgrades you've acquired in the game.

This will also help you track your progress towards certain ACHIEVEMENTS in RAGE.

ARSENAL

Throughout RAGE you will come across several weapons to use against your enemies in the Wasteland. Most weapons also have different ammo types and some upgrades that will be more effective against certain enemy types. Here's a sampling of what you'll find...

Settler Pistol
This standard Wasteland weapon will get you started, but not much further. Later on you'll come across improved ammo for this weapon that is far more powerful.

Settler Assault Rifle
This automatic rifle has a high rate of fire, but is fairly inaccurate and doesn't do a whole lot of damage. See vendors in the Wasteland for alternate ammo types and upgrades.

Combat Shotgun
The Shotgun has a lot more oomph than most weapons and is excellent at taking down enemies at close range.

Striker Crossbow
The Crossbow was made with stealth, damage and accuracy in mind. Use this to take out enemies while they're unaware.

Fatboys (Pistol)
These unique pistol bullets are twice as large and pack twice the punch of your standard bullet, but also fit half the number of rounds.

Fat Mammas (Pistol)
Twice as powerful as the Fatboy bullets, if these pistol super slugs can't get the job done, you're in trouble!

Feltrite AR Rounds (Assault Rifle)
Assault Rifle rounds infused with Feltrite, this special ammo is perfect for use on armored enemies when steel rounds won't cut it.

Pulse Shot (Shotgun)
What happens when you cross a shotgun shell with an EMP? You get the Pulse Shot; ammo perfect for taking out mechanised threats.

Pop Rockets (Shotgun)
Shotgun ammo with more than just a little extra "pop", these rounds have the explosive power of mini hand grenades.

Electro Bolts (Crossbow)
Crossbow bolts with an electric charge attached, shoot them into puddles of water or groups of enemies for added effect.

Mind Control Bolts (Crossbow)
Fire these bolts into enemies to turn them into walking time bombs that you control.